

AMENDMENTS TO THE CLAIMS:

/ Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently amended) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform comprising the steps ~~[[of]]~~ comprising:

displaying a game image including a plurality of characters and a bat character on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device; ~~and~~

~~proceeding a baseball game based on the input made by the game player;~~

~~_____~~, wherein in said receiving step, ~~[[the]]~~ designation of instructions for ~~[[the]]~~ a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for ~~[[the]]~~ an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, ~~[[and]]~~ a selection of bunting or hitting as said offensive action is accomplished

by a button operation of said pointing device, and designation of instructions for alteration of a height of the bat character is accomplished by the moving operation of said pointing device in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

2. (Original) The computer readable recording medium according to claim 1, wherein said pointing device has at least two buttons including a first button and a second button, and said selection of bunting or hitting is accomplished by performing different button operations on said first button and second button.

3. (Currently amended) The computer readable recording medium according to claim 1, wherein the designation of instructions for alteration of [[a]] the height and an orientation of the bat character is accomplished by the moving operation of said pointing device in cases where bunting is selected as the offensive action of said batter character.

4. (Original) The computer readable recording medium according to claim 3, wherein the operation regarding the alteration of the height and the orientation of said bat character is received after the pitching action of the pitcher character is initiated.

5. (Currently amended) The computer readable recording medium according to claim 1, wherein the degree of success of ~~[[the]]~~ a batting action is judged in accordance with the degree of overlap of said bat character and said ball character and the orientation of said bat character when said bunting is selected.

6. (Currently amended) The computer readable recording medium according to claim 1, further comprising the steps of setting parameters that define abilities for each batter character of said game player's team, and changing ~~[[these]]~~ said parameters in accordance with ~~[[said]]~~ batting results and ~~[[said]]~~ pitching results.

7. (Currently amended) A game server which can be accessed from a computer operated by a game player via a network, said game server including a computer readable recording medium which records a game progress control program to control a progress of a baseball game in which and a game player's team and a computer-controlled team or competitor's team alternately play offense and

defense via a ball character used as a game medium, said game progress control program allows a computer to perform ~~comprising~~ the steps ~~[[of]]~~ comprising:

displaying a game image including a plurality of characters and a bat character on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device; ~~and~~

~~proceeding a baseball game based on the input made by the game player;~~

~~_____~~, wherein in said receiving step, ~~[[the]]~~ designation of instructions for ~~[[the]]~~ a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for ~~[[the]]~~ an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, ~~[[and]]~~ a selection of bunting or hitting as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for alteration of a height of the bat character is accomplished by the moving operation of said pointing device in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

8. (Currently amended) A game progress control method for controlling a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, the game progress control method comprising the steps of:

a³
displaying a game image including a plurality of characters and a bat character on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device; ~~and~~
can't
~~proceeding a baseball game based on the input made by the game player;~~

~~wherein in said receiving step, [[the]] designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for [[the]] an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, [[and]] a selection of bunting or hitting as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for alteration of a height of the bat character is accomplished by the moving operation~~

of said pointing device in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

9. (Canceled)

10. (New) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters and a bat character on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse, wherein in said receiving step, designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said mouse when the game player's team is the defensive side, designation of instructions for an offensive action of a batter

character is accomplished by the operation of said mouse when the game player's team is the offensive side, and a selection of bunting or hitting as said offensive action is accomplished by a button operation of said mouse; and

progressing a baseball game based on the input made by the game player.

a³

11. (New) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

can't

displaying a game image including a plurality of characters and a bat character on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse having at least two buttons including a first button and a second button, wherein in said receiving step,

designation of instructions for a pitching action of a pitcher character being accomplished by the operation of said mouse when the game player's team is the defensive side,

designation of instructions for an offensive action of a batter character being accomplished by the operation of said mouse when the game player's team is the offensive side, and

a selection of bunting or hitting as said offensive action being accomplished by different button operations on said first and second buttons of said mouse;

designation of instructions for alteration of a height of the bat character is accomplished by the moving operation of said mouse in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

12. (New) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters and a meet cursor which is an indication of a batting on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse having at least two buttons including a first button and a second button, wherein in said receiving step,

designation of instructions for a pitching action of a pitcher character being accomplished by the operation of said mouse when the game player's team is the defensive side,

designation of instructions for an offensive action of a batter character being accomplished by the operation of said mouse when the game player's team is the offensive side, and

a selection of bunting or hitting as said offensive action being accomplished by the operation of said mouse;

designation of instructions for alteration of a position of the meet cursor is accomplished by a single moving operation of said mouse when the game player's team is the offensive side in such manner that the direction of movement and the amount of movement of the meet cursor are determined in accordance with the direction and amount of movement corresponding to the single operation of the mouse;

changing the position of the meet cursor displayed on the monitor screen according to the received instruction regarding the alteration of the position of the meet cursor; and

Docket No. F-7294

Ser. No. 10/055,672

a³
encl.

progressing a baseball game based on the input made by the game player.
